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1 [Level set and PDE methods for computer graphics](#)



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 [Special issue: AI in engineering](#)



D. Sriram, R. Joobhani
April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available: [pdf\(8.79 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

3 [Collision detection and proximity queries](#)



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

4 Direct construction of polynomial surfaces from dense range images through region growing

Nickolas S. Sapidis, Paul J. Besl

April 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 2

Publisher: ACM Press


Full text available:  [pdf\(7.89 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Dimension-independent modeling with simplicial complexes

A. Paoluzzi, F. Bernardini, C. Cattani, V. Ferrucci

January 1993 **ACM Transactions on Graphics (TOG)**, Volume 12 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(4.91 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: n-dimensional triangulation, Boolean operations, design languages, extrusion, polyhedra, representation, simplicial complexes, simplicial maps

6 Intuitive and Interactive Modification of Large Finite Element Models

Dirc Rose, Katrin Bidmon, Thomas Ertl

October 2004 **Proceedings of the conference on Visualization '04**

Publisher: IEEE Computer Society

Full text available:  [pdf\(463.06 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Virtual prototyping is increasingly replacing real mock-ups and experiments in industrial product development. Part of this process is the simulation of structural and functional properties, which is in many cases based on Finite Element Analysis (FEA). One prominent example from the automotive industry is the safety improvement resulting from crash worthiness simulations. A simulation model for this purpose usually consists of up to one million finite elements and is assembled from many parts w ...

Keywords: finite element modeling, interaction, manipulators, autostereoscopy

7 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

8 Skeletal/medial axis representations: Automating the CAD/CAE dimensional reduction process

Krishnan Suresh



June 2003 **Proceedings of the eighth ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available: [pdf\(375.33 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Dimensional reduction is a simplification technique that eliminates one or more dimensions from a boundary value problem. It results in significant computational savings with minimal loss in accuracy. Existing dimensional reduction methods rely on a lower-dimensional geometric entity called the mid-element that is unfortunately ill defined for irregular thin solids. The main objective of this paper is to propose a new theory of 'skeletal dimensional reduction' that is superior to existing mid-ele ...

Keywords: CAD, CAE, dimensional reduction, engineering analysis, medial axis transforms, mid-plane, skeletal representations

9 A small feature suppression/unsuppression system for preparing B-rep models for analysis



K. Y. Lee, C. G. Armstrong, M. A. Price, J. H. Lamont

June 2005 **Proceedings of the 2005 ACM symposium on Solid and physical modeling**

Publisher: ACM Press

Full text available: [pdf\(2.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CAD technology plays an ever more central role in today's multidisciplinary simulation environments. While this has enabled highly complex and detailed models to be used earlier in the design process it has brought with it difficulties for simulation specialists. Most notably CAD models now contain many details which are irrelevant to simulation disciplines. CAD systems have feature trees which record feature creation but unfortunately this does not capture which features are relevant to which a ...

Keywords: CAD model simplification, Idealisation, analysis model derivation, audit trail, feature reinstatement, feature suppression

10 CHARMS: a simple framework for adaptive simulation



Eitan Grinspun, Petr Krysl, Peter Schröder

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: [pdf\(3.56 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Finite element solvers are a basic component of simulation applications; they are common in computer graphics, engineering, and medical simulations. Although *adaptive* solvers can be of great value in reducing the often high computational cost of simulations they are not employed broadly. Indeed, building adaptive solvers can be a daunting task especially for 3D finite elements. In this paper we are introducing a new approach to produce *conforming, hierarchical, adaptive refinement meth* ...

Keywords: *adaptive computation, basis function, multiresolution, refinement relation, subdivision*


11 Poster Session: Deformation of finite element meshes using directly manipulated free-form deformation



Norbert Frisch, Thomas Ertl

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available:  pdf(704.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

CrashViewer [5, 18] is a tool for visualizing car crash simulation input and output data consisting of nite element meshes. For a shorter work ow, a feature for local deformation of the car components represented by FE meshes is desired. This feature allows to quickly make minor corrections and enhancements directly on the FE mesh. The roundtrip through the CAD department and the remeshing of the CAD representation is avoided. The crash simulation can be started immediately with the modified car ...

Keywords: CAD, free-form deformation, nite elements


12 Poster Session: Web based analysis



Michael P. Carroll, Christopher M. Hawkins

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available:  pdf(186.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Most of today's Web based solutions in the CAD/CAE arena are focused on the design and manufacturing part of the equation. As such, they are very focused on data security, sharing, and visualization. The processing of the data is still seen as mainly a desktop/client function. Analysis provides an opportunity to expand the role of the Web from a role of data sharing to one of distributed data processing. For analysis, data visualization is not a static function. Analysis runs can produce enormou ...

Keywords: analysis, collaboration, web


13 The elements of nature: interactive and realistic techniques



Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(17.65 MB) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

14 Fitting smooth surfaces to dense polygon meshes



Venkat Krishnamurthy, Marc Levoy

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  pdf(583.42 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: B-spline surfaces, dense polygon meshes, displacement maps,

parameterization, surface fitting


15 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

16 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

17 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

18 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes.

Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

19 [Feature-based multiresolution modeling of solids](#)



Sang Hun Lee

October 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: [pdf\(4.67 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recently, three-dimensional CAD systems based on feature-based solid modeling techniques have been widely used for product design. However, when part models associated with features are used in various downstream applications, simplified models at various levels of detail (LODs) are frequently more desirable than the full details of the parts. One challenge is to generate valid models at various LODs after an arbitrary rearrangement of features using a certain LOD criterion, because composite Bo ...

Keywords: Boolean operation, Multiresolution, feature-based design, level of detail, nonmanifold modeling, solid modeling

20 [3DIVS: 3-dimensional immersive virtual sculpting](#)



Falko Kuester, Mark A. Duchaineau, Bernd Hamann, Kenneth I. Joy, Antonio E. Uva

November 1999 **Proceedings of the 1999 workshop on new paradigms in information visualization and manipulation in conjunction with the eighth ACM international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: [pdf\(1.60 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Virtual Environments (VEs) have the potential to revolutionize traditional product design by enabling the transition from conventional CAD to fully digital product development. The presented prototype system targets closing the "digital gap" as introduced by the need for physical models such as clay models or mockups in the traditional product design and evaluation cycle. We describe a design environment that provides an intuitive human-machine interface for the c ...

Keywords: 3D sculpting, computer aided geometric design (CAGD), immersive environments, virtual reality

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First Name = PAUL

Application#	Patent#	Status	Date Filed	Title	Inventor Name
06811009	D304817	150	12/19/1985	TIRE VALVE	STEWART, PAUL
08400033	Not Issued	161	03/06/1995	ULTRACOACH MULTISPORT ATHLETIC TRAINING SOFTWARE FOR WINDOWS, UTILIZING ARTIFICIAL INTELLIGENCE TECHNOLOGY	STEWART, PAUL
08716008	5996248	150	09/19/1996	FREEZE DRYING METHOD	STEWART, PAUL
09255581	6311409	150	02/22/1999	FREEZE DRYING APPARATUS AND METHOD	STEWART, PAUL
10066699	Not Issued	41	02/06/2002	Systems and methods for authenticating communications in a network medium	STEWART, PAUL
10179675	6799612	150	06/25/2002	FILLING APPARATUS	STEWART, PAUL
10295465	Not Issued	161	11/15/2002	Life brush	STEWART, PAUL
10301931	Not Issued	41	11/21/2002	Method and system for securely Sharing files	STEWART, PAUL
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<u>60283054</u>	Not Issued	159	04/11/2001	Controller for force enabled virtual prototyping	STEWART, PAUL
<u>60311823</u>	Not Issued	159	08/14/2001	Filling apparatus	STEWART, PAUL
<u>60325103</u>	Not Issued	159	09/25/2001	Haptic systems and methods	STEWART, PAUL
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<u>60471232</u>	Not Issued	159	05/16/2003	NMR measuring system for weight and humidity of powders	STEWART, PAUL
<u>06409279</u>	Not Issued	161	08/18/1982	TOWER ERECTION SYSTEM	STEWART, PAUL A.
<u>06747836</u>	<u>4608743</u>	150	06/24/1985	MINING SHOVEL BALLAST BOX CONNECTION METHOD AND APPARATUS	STEWART, PAUL C.
<u>09899745</u>	Not Issued	164	07/06/2001	THREE-DIMENSIONAL PUZZLE SYSTEM	STEWART, PAUL E.
<u>08030913</u>	<u>5286017</u>	150	03/15/1993	BILL ESCROW/RETURN DEVICE	STEWART, PAUL E.
<u>60069742</u>	Not Issued	159	12/16/1997	VAPOUR PHASE PREPARATION	STEWART, PAUL H.
<u>09463275</u>	Not Issued	161	05/26/2000	VAPOUR PHASE PREPARATIONS OF 1,1,1,2,3,3,3,-HEPTAFLUOROPROPANE	STEWART, PAUL HENDRY
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<u>08746591</u>	<u>5878174</u>	150	11/12/1996	METHOD FOR LENS	STEWART, PAUL

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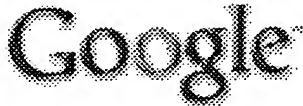
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